cards: A~K. John combinations: Primed. playors: SOLO deck : creeke deck opstribute, shaffle PAIR AI players: Same types /order of chosen cards TRIO Score/scoreboard: Confect (8th 155 th) board/desk: 1. upolateScores() l.init.Game()

2. startGame()

3. chooseLandlord()

4. landlordBonus() 2 display Scores ()
3. announce Winners () offer (contanderd()) functs player (3136 (A))

and 2 play(ards()) functs player (3136 (A))

and 2 play(ards())

and 2 play(ards())

and (ards()) Judge funcos 1. Validate Cardo Group () 判断手牌是确定 2. Record Cardo Goroup () 记录手牌 CardsGroup funcs 1 reaming () 排作 () 比較手桿 Juliorit CardsType funcy 1、recordType() 记载型 1. contlandlord () override 比较两样 Comparelard ) funcs (ard 2. play(ardsl) override 2. compareType() 比較类型 此外写本时一 数为思答之、toString()

Board will control the behaviors of players, Judge, oleck, scoreboard

€ The differences between Alplayer and player are DAI can

automatically play cards by using hint function,

(4) 46)

(2) AI can automorically choose to be landlord or farmer according to their own deck

Both player V and AI have hint func, thus know whether themselves can beat the last player

The differences between landlord and farmer are

1) The ways to count their scores are slightly different

2 Landbord can take the extra three cards.

3) The ways to judge they win or lose

Board is 10 in charge of distributing the whole deck of cards, 2 in charge of counting scores of each player

Judge is in charge of Togudging whether the cards group of current player is valid, 3 recording the cardsgroup of last player.